

#### **IV. AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) A gaming machine comprising:  
a game result display device for displaying a result concerning with a game;  
and  
a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;  
wherein the game result display device includes a first display device with a plurality of reels on each of which symbols are formed and a second display device arranged in front of the first display device when seen from a front side of the gaming machine, the second display device being constructed from ~~an~~ a liquid crystal display device including a liquid crystal panel, a light guide device constructed from a transparent acrylic resin plate, the light guide device being arranged at a rear side of the liquid crystal panel, illumination devices arranged at side edges of the transparent acrylic resin plate of the light guide device for guiding light to the light guide device and a reflection film for reflecting the light guided to the light guide device, the reflection film having light transmission areas each of which corresponds to each of the reels to see and recognize the symbols displayed on each reel and a light reflection area formed around the light transmission areas to reflect the light from the light guide device toward the liquid crystal panel which is arranged so as to cover not only the light transmission areas but also the light reflection area,  
wherein the second display device includes a symbol display area ~~areas~~ to display the symbols of the reels therein through the light transmission areas of the reflection film and an effect display area formed around the symbol display area ~~areas~~; and  
wherein a moving velocity of game information concerning with the game differs in a case that the game information is displayed on the symbol display-area ~~areas~~ and in a case that the game information is displayed on the effect display area

when the game information is displayed so as to move between the symbol display area-areas and the effect display area, and

wherein the moving velocity of the game information in the symbol display areas is faster than the moving velocity of the game information in the effect display area.

2. (Canceled)

3. (Canceled)

4. (Canceled)

5. (Currently Amended) The gaming machine according to claim 1, wherein a display mode of the game information is a mode in which a stop display time of the game information in the symbol display area-areas is shorter than the stop display time thereof in the effect display area.

6. (Original) The gaming machine according to claim 1, wherein a person concerning with the game is able to operate the gaming machine so as to change the display mode.

7. (Currently Amended) The gaming machine according to claim 1, wherein transmittance of the symbol display area-areas changes simultaneously with a time that the game information is displayed in a predetermined mode.

8. (Currently Amended) The gaming machine according to claim 1, wherein a window display area displayed around each of the symbol display area-areas is variably displayed so as to enclose the symbol display area when the game information moves within an area including the symbol display area.

9. (Previously Presented) The gaming machine according to claim 1, wherein sounds change corresponding to the moving velocity of the game information.

10. (Previously Presented) The gaming machine according to claim 1, further comprising:

an illumination device for illuminating the liquid crystal display device;

wherein an illumination mode of the illumination device continuously changes corresponding to the moving velocity of the game information.

11. (Previously Presented) The gaming machine according to claim 1, wherein a display mode of images on the liquid crystal display device continuously changes corresponding to the moving velocity of the game information.

12. (Currently Amended) A gaming machine comprising:

a game result display device for displaying a result concerning with a game;

and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device with a plurality of reels on each of which symbols are formed and a second display device arranged in front of the first display device when seen from a front side of the gaming machine, the second display device being constructed from a liquid crystal display device including a liquid crystal panel, a light guide device constructed from a transparent acrylic resin plate, the light guide device being arranged at a rear side of the liquid crystal panel, illumination devices arranged at side edges of the transparent acrylic resin plate of the light guide device for guiding light to the light guide device and a reflection film for reflecting the light guided to the light guide device, the reflection film having light transmission areas each of which corresponds to each of the reels to see and recognize the symbols displayed on each reel and a light

reflection area formed around the light transmission areas to reflect the light from the light guide device toward the liquid crystal panel which is arranged so as to cover not only the light transmission areas but also the light reflection area,

wherein the second display device includes a symbol display area ~~areas~~ to display the symbols of the reels therein through the light transmission areas of the reflection film and an effect display area formed around the symbol display ~~area~~ areas;

wherein a display mode of game information concerning with the game differs in a case that the game information is displayed on the symbol display ~~area~~ areas and in a case that the game information is displayed on the effect display area when the game information is displayed so as to move between the symbol display ~~area~~ areas and the effect display area, and

wherein the moving velocity of the game information in the symbol display ~~area~~ areas is faster than the moving velocity of the game information in the effect display area.

13. (Currently Amended) A gaming machine comprising:

a game result display device for displaying a result with a game; and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device with a plurality of reels on each of which symbols are formed and a second display device arranged in front of the first display device when seen from a front side of the gaming machine, the second display device being constructed from a liquid crystal display device including a liquid crystal panel, a light guide device constructed from a transparent acrylic resin plate, the light guide device being arranged at a rear side of the liquid crystal panel, illumination devices arranged at side edges of the transparent acrylic resin plate of the light guide device for guiding light to the light guide device and a reflection film for reflecting the light guided to the light guide device, the

reflection film having light transmission areas each of which corresponds to each of the reels to see and recognize the symbols displayed on each reel and a light reflection area formed around the light transmission areas to reflect the light from the light guide device toward the liquid crystal panel which is arranged so as to cover not only the light transmission areas but also the light reflection area,

wherein the second display device includes a symbol display area areas to display the symbols of the reels therein through the light transmission areas of the reflection film and an effect display area formed around the symbol display-area areas; and

wherein a winning message of the game is displayed so as to move between the symbol display area areas and the effect display area and a moving velocity of the winning message is faster in the symbol display area areas than the moving velocity of the winning message in the effect display area.

14. (Canceled)

15. (New) The gaming machine according to claim 1, wherein light permeability of the symbol display areas in the liquid crystal panel is made low when the game information is displayed on the symbol display areas so that the game information is easily recognized, and

wherein the light permeability of the symbol display areas in the liquid crystal panel is made high when the game information is displayed on the effect display area so that the symbols of the reels are easily recognized.

16. (New) The gaming machine according to claim 1, wherein the liquid crystal panel is set to a normally white mode in which the symbols of the reels are seen and recognized through the liquid crystal panel even when the liquid crystal panel is not driven.